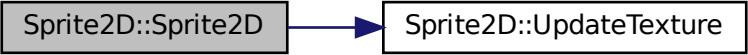


Sprite2D::Sprite2D



```
graph LR; A[Sprite2D::Sprite2D] --> B[Sprite2D::UpdateTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Sprite2D::Sprite2D'. The right box is white with a black border and contains the text 'Sprite2D::UpdateTexture'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Sprite2D::UpdateTexture